DDP QUARTERLY!

25¢

FALL 2006

CELEBRATING 5 YEARS!

EXCLUSIVE SNEAK PEEKS INTO

- Family Guy Trade Paperback
- G.I. Joe: Special Missions
- G.I. Joe: America's Elite
- G.I. Joe: Declassified
- Forgotten Realms: Crystal Shard
- Dragonlance Chronicles
- Eberron: Eye of the Wolf
- Hack/Slash: Slice Hard

WWW.DEVILSDUE.NET

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INTRO BY JOSH BLAYLOCK

Josh Blaylock – Company President. Just five years later, it's amazing to see how he's turned Devil's Due Ice Cream Parlor into the comic company we know and love today.

Sam Wells – Assistant Publisher. Josh insists that it's supposed to be Assistant **to the** Publisher, but Sam already printed business cards so we just let him leave it like that.

Susan Bishop – Vice President of Marketing. Know Susan, know Devil's Due. No Susan, no Devil's Due. Yes, we just compared her to Jesus.

Mike O'Sullivan – Senior Editor. No, he's not elderly. Don't let his title mislead you. He is, however, constantly picking on the junior varsity editors.

Sean Dove – Art Director. Sean's the best Art Director we've had, except…he yells, "cut!" anytime he sees something he doesn't like.

Tim Seeley – Staff Illustrator. To date, Tim has drawn 7,534 staffs. The man is nuts.

Crank! – Computer Operations. Up until a week ago we didn't understand what Crank did; then he showed us that you could use a computer to help make comic books. Who knew?!

Brian Crowley – Staff Letterer. Do not play Scrabble with Crowley. It isn't his spelling skills you should worry about, it's just that he likes to put the letters in his mouth and spit them out in attempts to spell words at random.

Caitlin McKay – Webstore manager. Caitlin's a freaking selling machine! That's great for the webstore, but we were all a bit weirded out to see her get an oil change…

Brian "Beanie" Torney – Office Assistant. Beanie will do anything you ask him, as long as you best him in a wrestling match. Needless to say, Beanie hasn't had to do a single thing so far.

Nick Grobe – Kunoichi's Interactive Specialist. Apparently the cool kids at DDP's sister company Kunoichi get to hang with us. Congrats to you and Brandy on your recent marriage!

Dinosaur – Staff Dinosaur. **"Rarrrrrrrrrhhhhhh!"** We think that actually means, "get back to work, fleshbags!"

COVER BY JOSH BLAYLOCK, BACKGROUND PATTERN BY TRAVIS BECKHAM WWW.SQUIDFINGERS.COM

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DDP 5 YEARS

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Where We've Been and Where We're Goin'

Whether you've been following DDP since the debut of the black and white Misplaced #1 or just caught on with the recent Hack/Slash, thanks for picking this book up. It's something we'd like to do on a regular basis... every quarter in fact, and that's the price too! Inside the Quarterly is a sneak peek at upcoming Devil's Due goodies, and a few surprises you won't even get to see in the finished books.

This issue is special for two reasons: it's the first issue and debuts during the month of DDP's five-year anniversary! Actually, I founded DDP in late 1999/early 2000, but we were put on the map with the success of a little military adventure book-based on an 80s franchise that debuted in September of 2001.
Maybe you've heard of it.

In some ways the last five years have been a blur; in other ways it feels like I've always been doing this. We've learned so much, yet, have so much to learn. This either means we're seasoned industry veterans or just ready for Kindergarten. I'd like to think we're both at once. I'm pretty sure years spent in the comic book industry are kind of like dog years, so who knows how many that really counts as.

I'd like to thank you for the years of support and to tell you what's coming up next. First, our line of licensed books continues, including Family Guy, G.I. Joe, G.I. Joe vs. Transformers, Dungeons & Dragons, the just added DemonWars, and more to be announced soon (if not already announced by the time you read this). So keep your ears and eyes peeled. Our homegrown title, Hack/Slash, continues to gain in popularity thanks to more great stories by artist turned spooky story concoctor Tim Seeley. Two new books have just been announced as "in development": Drafted and Mercy Sparx. Mercy can be seen making her debut on the cover of this very book. Lastly, our relationships with the creators of Nightwolf, Lost Squad, and many more continue to help us offer an extremely diverse line of comics.

Have fun scanning the QUARTERLY for a sampling of all the shenanigans we're preparing to unleash. You might even learn a thing or two about the odd but endearing DDP staff... my apologies in advance. Oh, did I mention we appreciate sarcasm?

Rock Out, Read On

Josh Blaylock

Josh Blaylock
President
Devil's Due Publishing, Inc.
Pop Culture IS... and always will be... Our Culture

G.I. JOE™

G.I. JOE: AMERICA'S ELITE: Clandestinely assembled by the U.S. government, G.I. Joe: America's Elite features an assemblage of the best of the best: Scarlett, Duke, Stalker, Shipwreck, Roadblock, Storm Shadow, Spirit, and Snake-Eyes! The names you remember, the characters you love, rallying against terrorist threats to national security. And with the return of Cobra Commander, G.I. Joe is going to need all the help it can get!

Issues 15+ follow Cobra Commander's infiltration of the White House and the appearance of a new elite taskforce: The Phoenix Guard! Who are these new agents, and how does their presence threaten the G.I. Joe team? High-octane action and intrigue in one of the most ambitious G.I. Joe tales ever told!

Q&A with Artist Josh Medors

Q: Your artwork has a horror edge to it; what, if anything, do you think that edge lends to G.I. Joe: America's Elite?
A: It gives it a darker more realistic feel. When most people think of G.I. Joe, they think of cartoons and action figures. The G.I. Joe comics of the past also had a cartoony feel to them. I try to keep everything a little more realistic, such as vehicles and weapons. I use tons of reference (Thanks Mike and Phil). I also try to give the characters a more human, less cartoon feel. Which tends to help the readers relate to the characters a bit more.

Q: Your start as penciller on G.I. Joe (with The Hunt for Cobra Commander one-shot) acted as something of a tonal shift for the book –what separates G.I. Joe with Josh Medors from G.I. Joe before Josh Medors?
A: I started penciling the book at a pivotal moment in the series. Up until "The Hunt for Cobra Commander" the series has been pretty much sans cobra. The story itself is shifting tone. Like I mentioned in my answer to the last question, my art has a darker feel to it than some of the previous artists, and it fits the current direction of the book. I also got to redesign the look of some of the main characters. That was a blast.

Q: Do you have a favorite G.I. Joe to draw?
A: Of course I love to draw Snake-Eyes, but I would have to say my favorite is Spirit. If the readers look close I also try to sneak in a few of my other favorite G.I. Joes where ever I can

G.I. JOE: AMERICAS ELITE
- **G.I. JOE: AMERICAS ELITE #15 AVAILABLE NOW!**
- **G.I. JOE: AMERICAS ELITE #16 OCTOBER '06**
- **G.I. JOE: AMERICAS ELITE #15 NOVERMBER '06**

G.I. JOE: DECLASSIFIED
- **G.I. JOE: DECLASSIFIED #1 & #2 AVAILABLE NOW!**
- **G.I. JOE: DECLASSIFIED #3 OCTOBER '06**

Q: Are there elements of G.I. Joe: America's Elite that are difficult for you to illustrate?
A: Vehicles and weapons. I try to make the G.I. Joes' vehicles realistic looking, but keep true to the toy designs. That gets tough sometimes. Weapons I feel are very important as well. I know there are a lot of readers who are currently in or served in the military. If I tried to pass off a weapon I drew from memory or made up, they'd definitely call me out.

Q: After a full day of drawing the book, do you dream G.I. Joe at night?
A: Dream? You have to sleep to dream!

"My art has a darker feel to it than some of the previous artists, and it fits the current direction of the book."

G.I. JOE: DECLASSIFIED: Writer Larry Hama returns to the characters he made famous in a brand-new adventure set before 1982's G.I. Joe #1! As a threat to freedom grows, the United States assembles an elite team of soldiers: G.I. Joe, an unparalleled anti-terrorism taskforce.

In G.I. Joe: Declassified #3, all the threads entwine and lead the team inexorably toward "Operation: Lady Doomsday"! A mystery 25 years in the making! The unbelievable untold tale concludes!

Q&A with Writer Larry Hama

Q: How does it feel to return to the G.I. Joe characters you made popular in the 1980s?
A: Writing the old characters always feels like coming home. You CAN go home again!

Q: Why should fans get excited about G.I. Joe: Declassified?
A: A lot of answered questions and little gaps filled in, and more background on the original 13 characters, surprise cameos by surprising characters, a big surprise at the end, and a deliberate pertinence to current events.

Q: Who is your favorite G.I. Joe character?
A: Snake-Eyes and Zartan.

Q: Were you a fan of the G.I. Joe title between your Marvel run and the current G.I. Joe: Declassified?
A: I haven't read very many issues after the first three or four, although I did read the entire Snake-Eyes: Declassified. For me this is a lot. I haven't read a single Wolverine since I stopped writing that book (for Marvel).

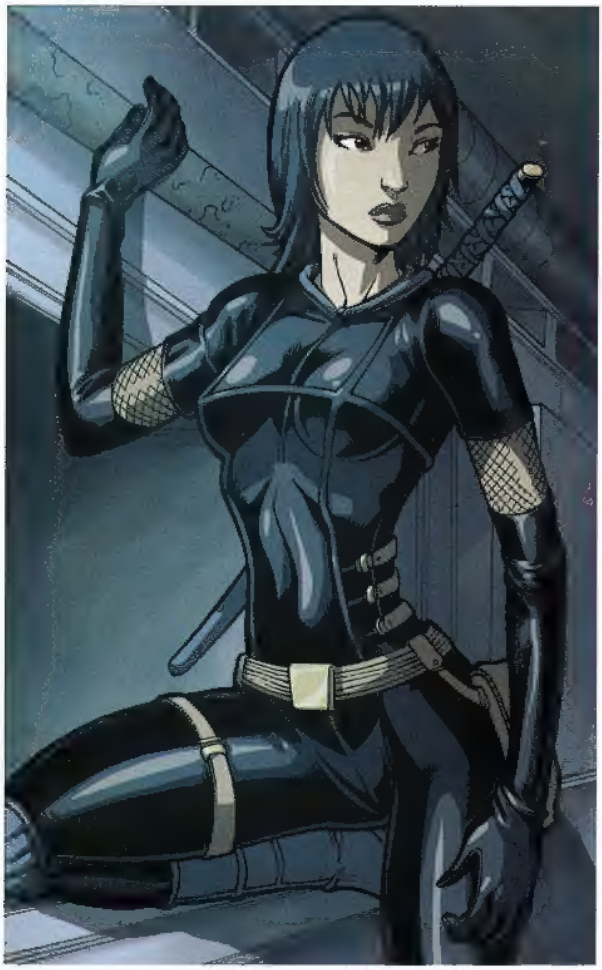
"Writing the old characters always feels like coming home. You CAN go home again!"

Q: What is one thing you know about G.I. Joe that nobody else does?
A: I know where Snake-Eyes stashes his collection of spike-knuckled trench knives and I know what Zartan has been doing all this time.

G.I. JOE SPECIAL MISSIONS: When the active roster of G.I. Joe is unavailable for a mission, it's up to the reservists to answer the call! With a pantheon of G.I. Joes specializing in everything from deep-water diving to cold weather conditions, from detonations to wilderness tracking, Special Missions teams are assembled piecemeal to better suit specialized cases!

In G.I. Joe Special Missions: Tokyo, reservist Jinx investigates a friend's disappearance. When she finds herself entangled with an underground militia, she calls in for back up: Gung-Ho, Wild Bill, Clutch, and Rock N' Roll! Plus, a second all-new story and character profiles for the cast!

"The Joes are a global task force; I thought, okay, let's send them as far across the globe as possible."



Q&A with Writer Robert Rodi

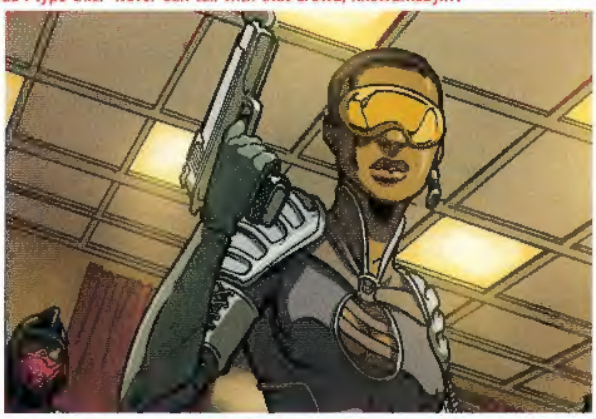
Q: Your Special Missions story seems heavily researched. What kinds of resources do you use to get started on writing?
A: I've got a fairly extensive collection of books on Japanese military history and all matters samurai. I knew they'd come in handy someday.

Q: Fans love Special Missions because they get to see characters not featured in G.I. Joe: America's Elite; is there any one of those characters you wish you could have nabbed away for Special Missions: Tokyo?
A: Snake-Eyes, obviously, because of his classic ninja-ness. But he might've overwhelmed the delicate Jinx-Budo dynamic I was striving for, so it's probably just as well.

Q: Another important aspect of Special Missions is location. Why did you choose Japan?
A: The Joes are a global task force; I thought, okay, let's send them as far across the globe as possible. This also provided an opportunity for some cross-cultural humor with some of the… let's say, less cosmopolitan Joes.

Q: Are you a big G.I. Joe fan?
A: Would I be here if I weren't?

Q: Ninjas vs. Samurai: who wins?
A: Gotta say ninjas. But only because they might be looking over my shoulder as I type this. Never can tell with that crowd, knowumsayin?



G.I. JOE: SPECIALS MISSIONS
- G.I. JOE: SPECIALS MISSIONS: MANHATTAN AVAILABLE NOW!
- G.I. JOE: SPECIALS MISSIONS: TOKYO AVAILABLE NOW!
- G.I. JOE: SPECIALS MISSIONS: ANTARCTICA DECEMBER '06

G.I. JOE DREADNOKS DECLASSIFIED
- G.I. JOE DREADNOKS DECLASSIFIED #1 NOVEMBER '06

DREADNOKS: DECLASSIFIED: Following on the heels of the popular Snake-Eyes: Declassified, G.I. Joe: Declassified, and Scarlett: Declassified series, Dreadnoks: Declassified tells the unique story of the world's most dangerous biker gang, their beginnings and transformations. One of the most compelling malefactors in the G.I. Joe mythos – Zartan! Who is he, and how did he come to power in this wild group of malcontents?

A globe-spanning tale of misconceptions, action and backroom deals! The man who will someday be known as Zartan finds himself on the run from people who want something from him at the cost of his own life! How do his brother and sister fit into Zartan's puzzle? Why is Buzzer so interested in the outcome? Don't miss the unveiling of one of G.I. Joe comics' best-kept secrets!

Q&A with Writer Josh Blaylock

Q: Was there a specific reason why you returned to writing G.I. Joe to tackle the Dreadnoks?
A: Out of all the characters I have written about, I always got the most positive response from readers when I wrote the Dreadnoks. Maybe that's because I just enjoy writing about them. Maybe it's all the bikers in my family. [Laughs] Who knows?

Q: Is there any single story element you are most excited about the fans getting to see?
A: Just the way everything connects together, and now Cobra Commander plays a part. It was an extremely difficult puzzle to put together.

Q: Do you have a favorite Dreadnok?
A: I've always liked Zandar, Zarana, and Zartan the best. I like a lot of them, but they're my favorites.

Q: What sorts of surprises are in store for G.I. Joe fans in Dreadnoks: Declassified?
A: If I told you, they wouldn't be secrets.

Q: Does grape soda actually go with chocolate covered donuts?
A: Tell you the truth, I've never had the two together.

"It was an extremely difficult puzzle to put together."

FORGOTTEN REALMS™

FORGOTTEN REALMS: Adapting the bestselling R.A. Salvatore novel that started it all, The Crystal Shard follows renegade drow Drizzt Do'Urden's encounters in the frigid expanses of Icewind Dale, and the wayward journeyman does his best to find solace and contentment. But even in that desolate place, Drizzt finds that he has a difficult time finding acceptance!

In issue #1, Drizzt's hard-fought peace is threatened by the awakening of the fabled Crystal Shard –an occult device of unimaginable destructive power thought long lost…

"R.A. Salvatore has created great characters, a vibrant world, compelling plotlines, and writes some of the best action sequences you'll ever see"

Q&A with Writer Andrew Dabb

Q: Why do you think Forgotten Realms has captured such a huge number of fans?
A: R.A. Salvatore has created great characters, a vibrant world, compelling plotlines, and writes some of the best action sequences you'll ever see, that's why he's been able to attract such loyal fans. He's a great writer, and I feel lucky to work on these comics adapting his tales.

Q: What's one event in Crystal Shard that fans will go nuts over?
A: The introduction of Wulfgar is something I think a lot of people have been looking forward to. And we also get our first glimpse of Drizzt's arch-nemesis Artemis Entreri in this book, which I know fans are excited about.

Q: Of Drizzt's supporting cast, which one proved the most enjoyable to adapt?
A: Bruenor Battlehammer, he gets all the best lines.

Q: Were you a huge fan of the Forgotten Realms novels before adapting them into comic books?
A: I was and still am. Whenever a new novel comes out, I'm first in line to buy it and usually finish it that night. The Drizzt novels (along with the Dragonlance Chronicles trilogy) were really my gateway to the fantasy genre, and I have a huge amount of respect for how R.A. Salvatore has been able to develop and evolve this character over the years.

Q: How is Drizzt actually pronounced?
A: A lot of people pronounce it "Driz-ZIT" and "Dritz", but the correct pronunciation is "Drisst".

FORGOTTEN REALMS

- FORGOTTEN REALMS BOOKS I-III TPB AVAILABLE NOW!
- FORGOTTEN REALMS: CRYSTAL SHARD #1 AVAILABLE NOW!
- FORGOTTEN REALMS: CRYSTAL SHARD #2 OCTOBER '06

DRAGONLANCE

- DRAGONLANCE CHRONICLES (VOL. 1) TPB AVAILABLE NOW!
- DRAGONLANCE CHRONICLES (VOL. 2): DRAGONS OF WINTER NIGHT #1 & #2 AVAILABLE NOW!
- DRAGONLANCE CHRONICLES (VOL. 2): DRAGONS OF WINTER NIGHT #3 NOVEMBER '06

DRAGONLANCE CHRONICLES: A war-torn world of desperation and tension is not the place you'd expect an unusual tale of camaraderie. However, when a group of friends gather to fight the impending horrors that face their world, a tale of deep friendship, magic, and fantastic mythology is born! Dragonlance Chronicles tells the adventures of companions destined to change the broken world of Krynn – for the better, they hope.

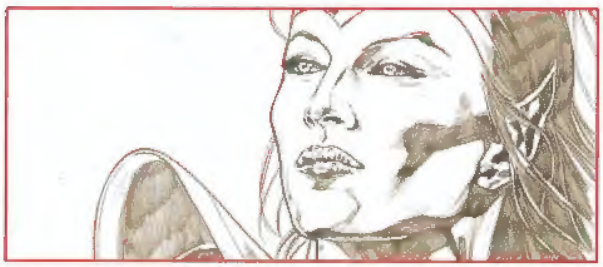
As Dragons of Winter Night begins, the Companions and refugees find themselves in the hospitality of the underground Dwarven kingdom Thorbardin. New challenges and trials await the cast as, upon their journey, they are separated and scurried in all directions!

Q&A with Artist Steve Kurth

Q: After such a long time drawing these characters, what makes it still enjoyable to draw them?
A: The fact that they're characters that have depth means there's always something interesting going on between them. Showing people just constantly fighting monsters and whatnot can get perfunctory. It's the character interaction that keeps things interesting.

"It's the character interaction that keeps things interesting."

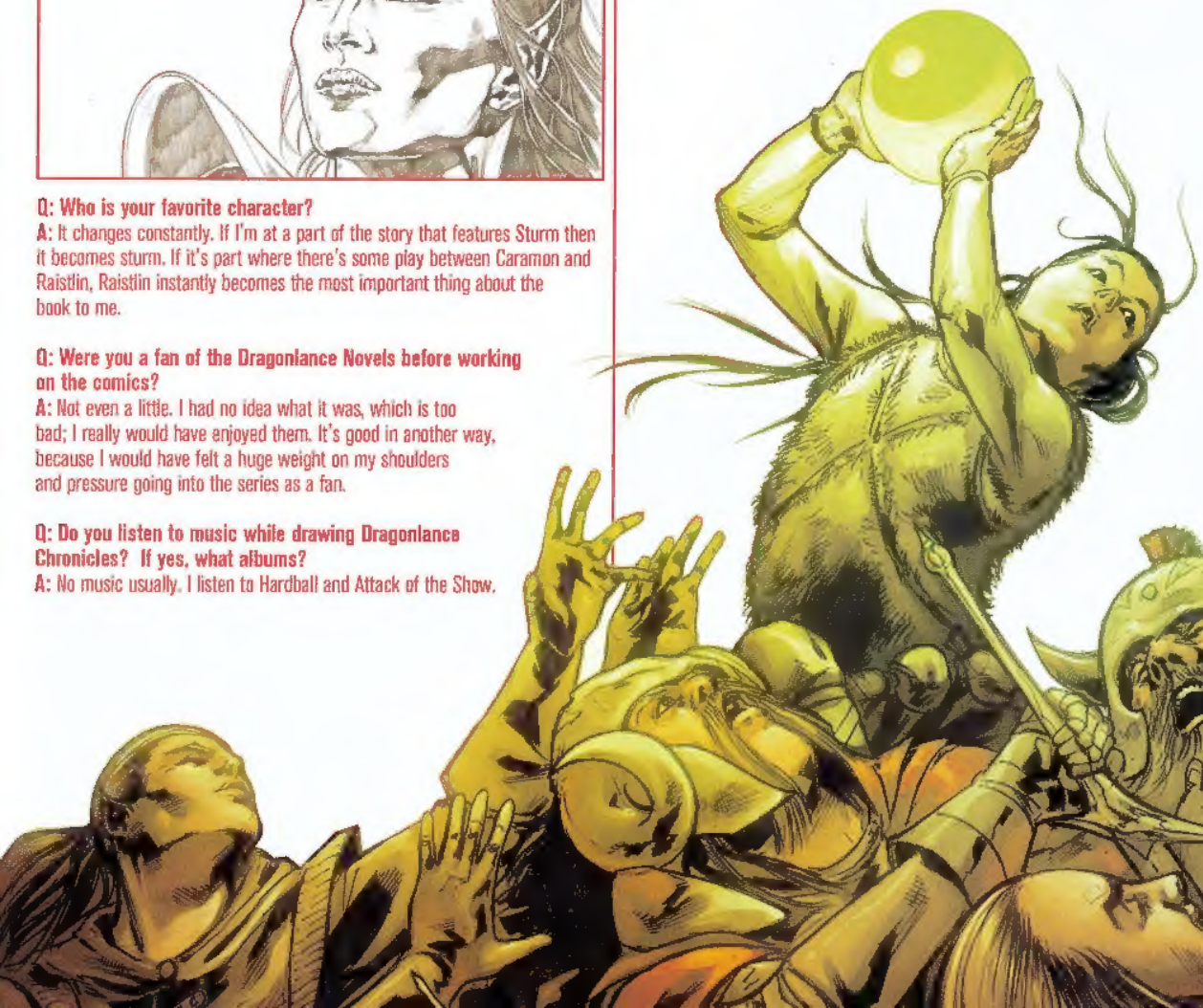
Q: What element of Dragonlance Chronicles is the most fun to draw?
A: Flint's facial expressions. Character expressions in general, but especially Flint's. He just gets so exasperated!



Q: Who is your favorite character?
A: It changes constantly. If I'm at a part of the story that features Sturm then it becomes sturm. If it's part where there's some play between Caramon and Raistlin, Raistlin instantly becomes the most important thing about the book to me.

Q: Were you a fan of the Dragonlance Novels before working on the comics?
A: Not even a little. I had no idea what it was, which is too bad; I really would have enjoyed them. It's good in another way, because I would have felt a huge weight on my shoulders and pressure going into the series as a fan.

Q: Do you listen to music while drawing Dragonlance Chronicles? If yes, what albums?
A: No music usually. I listen to Hardball and Attack of the Show.



EBERRON™

EBERRON: Enter Keith Baker's Eberron, a world of fantasy like none other, where trains, mechanical beings, and skyships are powered by magic! In a world struggling to rebuild after a destructive war, Eberron follows Greykell, a young, heroic patriot who once failed her country, and now yearns to find a new purpose and meaning for her life.

In Eberron, a conflict rages… a secret struggle upon which the world's fate hinges! When Greykell finds herself in a desperate race against time, must trust her instincts and trust in herself to prevent an unbelievable evil from coming to power!

Q&A with Artist Chris Lie

Q: What's the best part about working on Eberron?
A: Designing different fantasy environments of the story, such as Sharn and Droaam.

Q: What element of Eberron was the most fun to draw?
A: The battle scenes, especially the double-page spread on pages 4-5. I really enjoy drawing all those fighting scenes.

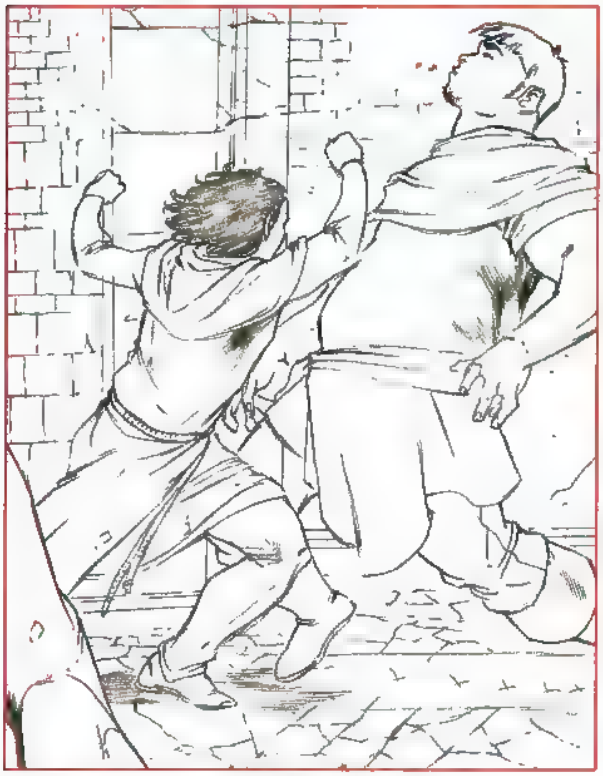
Q: Do you have a favorite character?
A: I like Mace.

Q: Had you read the novels before working on the comic?
A: No.

Q: What makes Eberron different than previous projects you have worked on?
A: The amount of work and details that I put on the book. People can tell that I spent long hours on those pages. I want the book to show my own improvement as an artist.

DEMONWARS: Corona, a world populated by elves, goblins, humans, centaurs, and giants, where religion overshadows all, a dark menace awakens in a torrent of magma and scorn. . . Those who would battle this new power must do so aided by powerful gemstones, gemstones that have enormous potential for magic, both good and evil.

Best-selling novelist R.A. Salvatore enters the world of comics with his very own DemonWars - A new world full of new threats, all from one of the greatest minds of modern heroic fantasy!



Q&A with Creator R.A. Salvatore

Q: Did you ever expect to see DemonWars take on the form of a comic book?
A: Actually, I did. In fact, we did a few original DemonWars stories in another comic series a few years ago with CrossGen. When I created the world of Corona, I anticipated that it would be a great place for multimedia - including games and comics. A little trial and error hasn't done anything but make me more certain that the world is going to work beautifully in these formats.

Q: Is there a scene you are most excited to see told in graphic form?
A: Almost anything with Marcalo De'Unnero! Particularly his use with the Tiger gemstone. I love the tortured monk - which is why he got top billing in the comic short I wrote for the Forgotten Realms: Sojourn graphic novel.

Q: Are you a big comics fan?
A: I was when I was a kid. Fantastic Four, Charlie Brown - but I fell away from it for many years. When CrossGen started with Demon Wars, I began to get interested again, and when I saw Tim Seeley and Andrew Dabb's work on the Legend of Drizzt books, I got swept away.

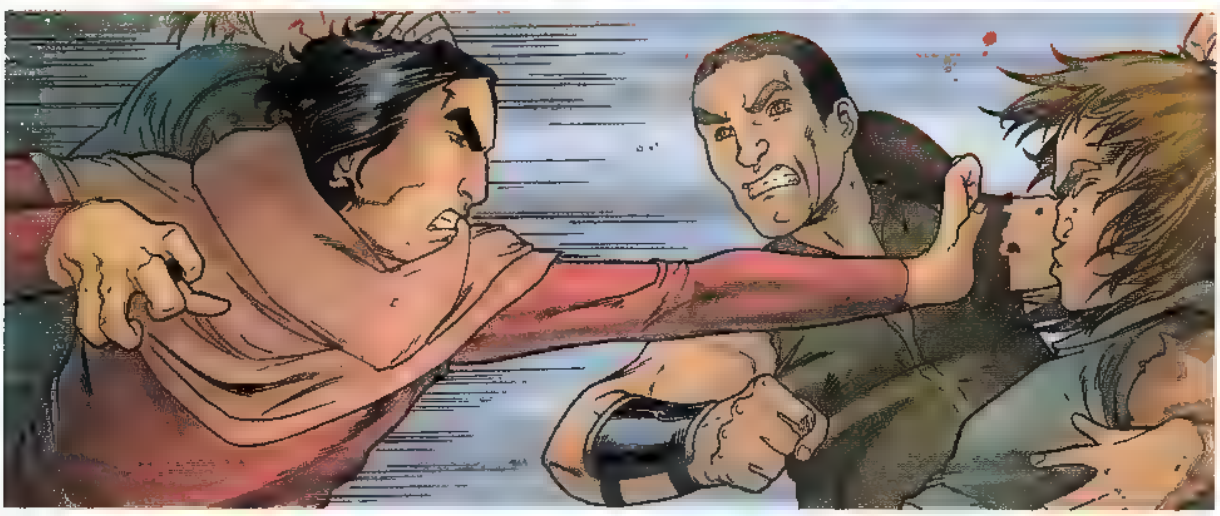
"When I created the world of Corona, I anticipated that it would be a great place for multimedia - including games and comics."

Q: What is it about DemonWars that sets it apart from other fantasy titles on the shelf?
A: Ah, the dreaded "sets it apart" question! DemonWars is a solid and complete world, with compelling (I hope) characters, a powerful and integrated church and political structure, nasty monsters and a magic system based on gemstones. I don't know that any of that "sets it apart," and in fact, I'd argue that there's no magic "sets it apart" bullet in any work of fiction. It all comes down to execution. How does the author pull it off? Do I relate to the characters? Does the setting come alive? I love DemonWars. I think it works on many, many levels. The vast majority of Drizzt readers who try it out fall in love with it, and many tell me they like it more than the Drizzt novels. I don't know if that constitutes "setting it apart," but it sure feels good as a creator.

Q: What about Devil's Due made you want to work on this project together?
A: The Legend of Drizzt graphic novels! They're simply gorgeous, and it was obvious from the beginning that the people involved knew the material and cared about it deeply. You can't fake that kind of care. Besides, I got it into my contract that Susan wouldn't sue me anymore.

EBENRON: EVE OF THE WOLF
•EBENRON: EVE OF THE WOLF [illegible]

DEMONWARS
•DEMONWARS, LOOK FOR THIS TITLE EARLY 2003! MORE INFORMATION COMING SOON!



HACK/SLASH™

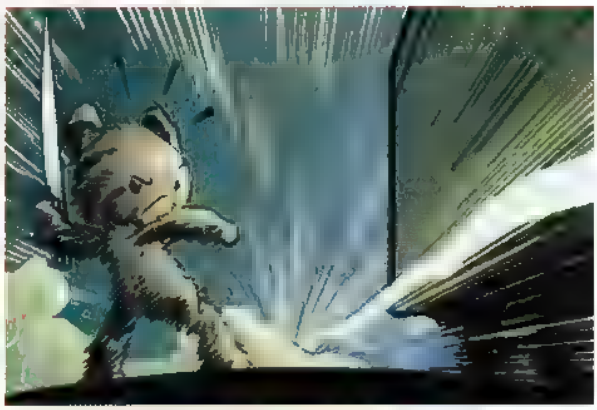
HACK/SLASH: When Slashers attack, Cassie and Vlad are ready to take the case! After surviving her own mother's monstrous transformation into an evil, grotesque Slasher, Cassie, and her hulking partner Vlad, vowed to stop such monsters from harming innocent lives. Hack/Slash--Tim Seeley's sometimes scary, sometimes hilarious, always irreverent deconstruction of the slasher horror genre! Slated to be a major motion picture from Rogue Pictures!

In Hack/Slash: Slice Hard #1, Cassie and Vlad find themselves weaponless and trapped in a medical facility with six of the most outrageous, deadly Slashers ever to stalk a nubile teen! The blood will flow!

Q&A with Writer Tim Seeley

Q: What's the allure that keeps you coming back to Cassie and Vlad?
A: It's the chance to work in my favorite genre, horror-comedy, and also to be in complete control of the book. Ya can't beat that!

Q: What part of Slice Hard do you think fans will get most excited about?
A: The art is going to be awesome in this issue. Fans will get a chance to see a crazy fusion of action movie and slasher movies into one very violent and humorously twisted soup.



Q: Who would win in a fight: Cassie or Vlad?
A: Hmm... I'll figure that out when I come to that issue.

"Fans will get a chance to see a crazy fusion of action movie and slasher movies into one very violent and humorously twisted soup."

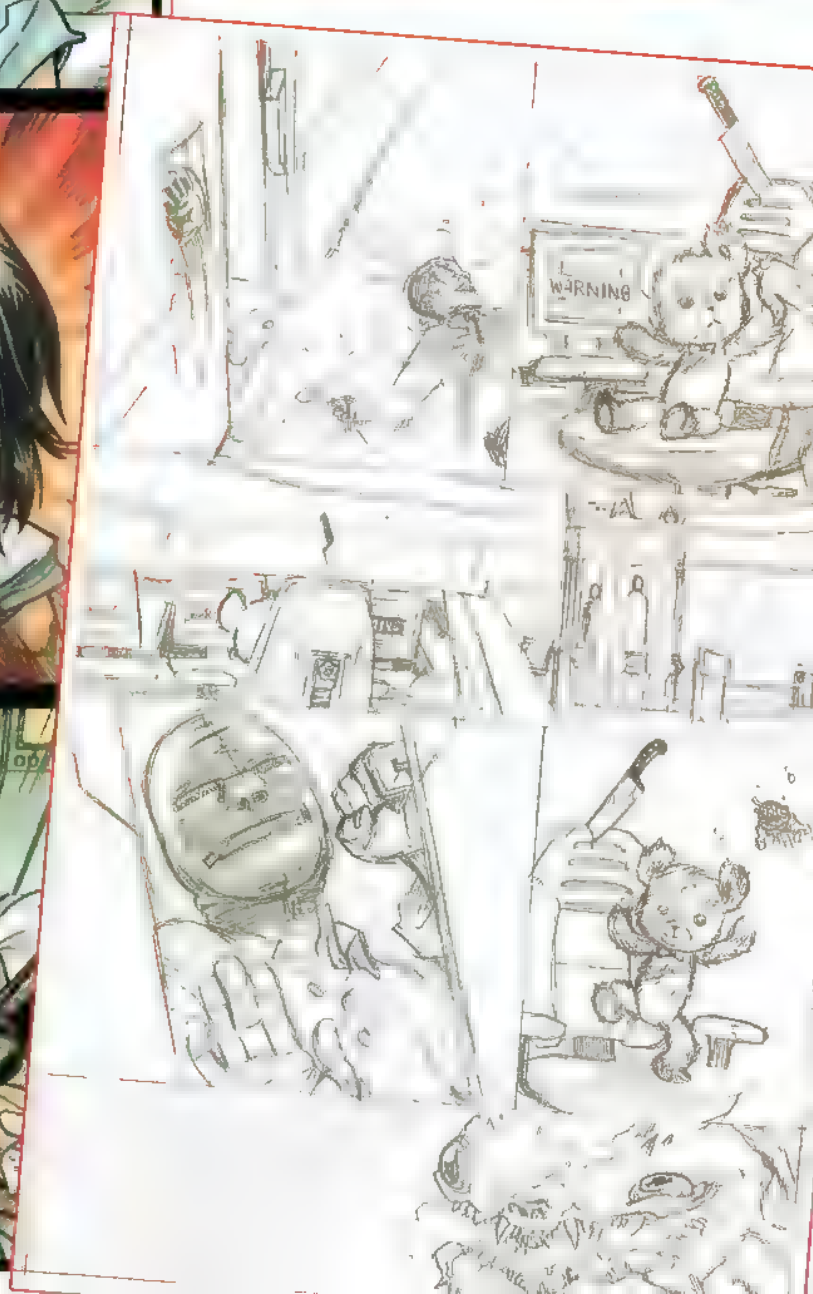
Q: Who's your favorite Slasher?
A: Freddy probably, since he's funny and evil. But, I love all those creepy bastards.

Q: What's with all the potty humor?
A: I grew up with potty humor. My parents made more lowbrow jokes than a room full of Dave Chappelles. It's in my blood.

SOON TO BE A MAJOR MOTION PICTURE

"The movie is going really well... way better than a jaded guy like me could have expected. Todd and Martin were the perfect guys for this thing. They tell me their crazy-ass ideas, and I have to balance my excitement with jealousy that I didn't think of it first. I think, when all is said and done, this is going to be the movie that brings back the great American slasher film, and saves us from bad Japanese remakes. Kids will once again have cool and scary Halloween costumes to con their parents into buying for them."
–Tim Seeley

HACK/SLASH
- **HACK/SLASH VOL. 1 TPB AVAILABLE NOW!**
- **HACK/SLASH: SLICE HARD OCTOBER '08**



FAMILY GUY™

FAMILY GUY: Based on the wildly popular Fox cartoon show, Family Guy comics focus on a single character and their views on life… however skewed they may be! Each issue offers the unique humor inherent to the television show, with all-new, original stories written by Family Guy staff writer Matt Fleckenstein!

In issues #1-2, infant Stewie delivers up his top 100 ways to kill his mother Lois, and Peter offers up his own advice on the topic of good parenting! Yeah, we thought it was ironic, too!

WHATCHA DRAWIN' THERE, A DUCKY?
WELL, IT STARTED OUT AS A RELIEF OF ME STUFFING LOIS' HAND DOWN THE GARBAGE DISPOSAL, BUT THEN IT JUST KINDA TURNED INTO A DUCKY, YEAH.

Q&A with Writer Matt Fleckenstein

Q: How does writing the Family Guy comic compare to writing the television show?
A: I try to approach the comic book as if I'm writing an episode. I break the story the same way, just with fewer scenes. It's been a challenge to translate some of the hallmarks of the show to the comic because of the page restraints, like having a joke go on and on for an uncomfortably long time. But in writing the books, I've learned what kinds of jokes I can and can't do. But the positive side is that being a bit restricted has forced me to focus on the story points and jokes that really matter.

Q: Do you have a favorite Family Guy character?
A: Gotta be Stewie. He has so many facets to him: he'll go from being a maniacal arch villain to a one-year-old who wants his trikey, in a matter of two lines. I love that.

Q: Has there ever been a joke that was just so over the top that you weren't allowed to put it in?
A: There have been plenty. There are some every episode. And they're all gonna be kept secret. Suckas!

Q: Why does everyone hate Meg so much?
A: Because Meg sucks.

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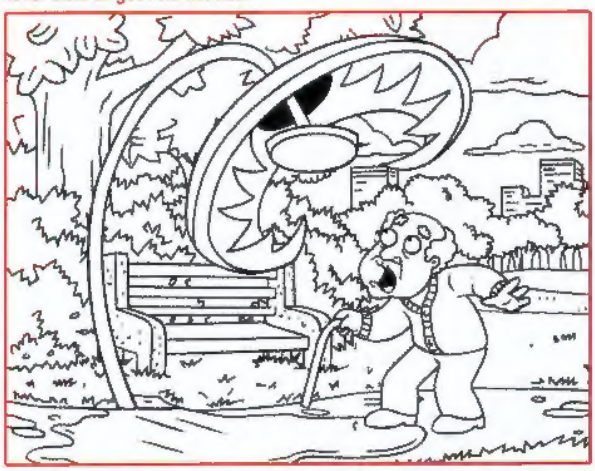
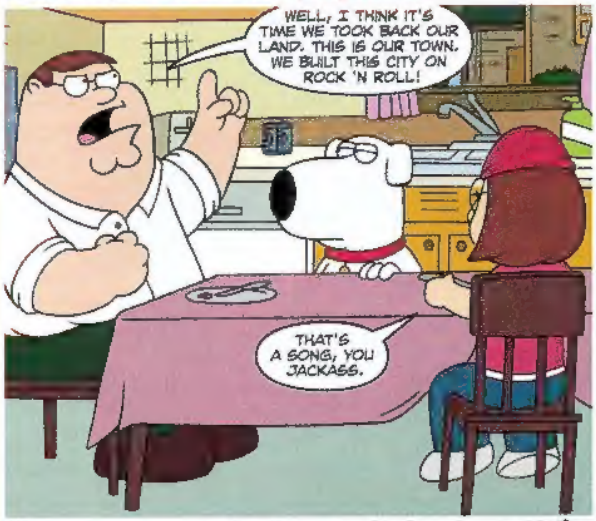
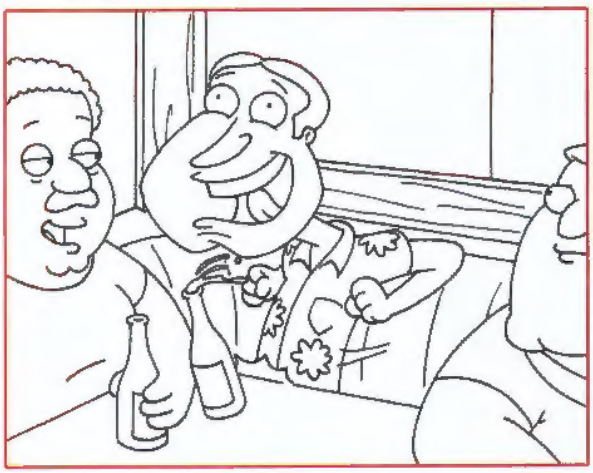
Q: Do you read comic books?
A: When I was a kid, a lot of my friends were really into comics, and I tried to get into them but never could. I couldn't sit still long enough to get through them, no matter how short. I did a lot of drugs as a child. But read very few comics. I kept up with the drugs, but was never able to get into comics.

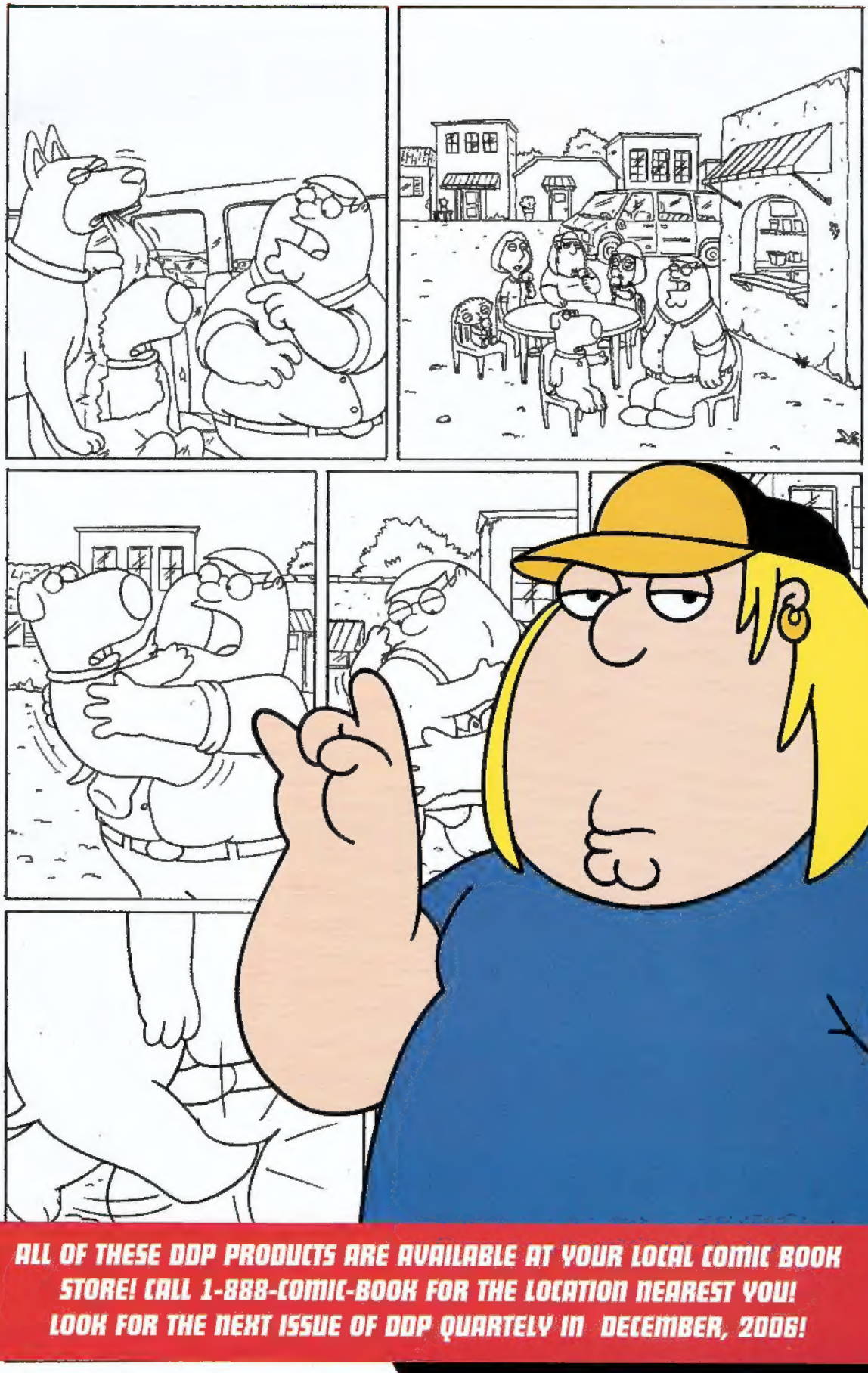


Q: Why do you hate Editor Mike O'Sullivan's choices in music so much, and why do you think he's fat?
A: Because Mike sucks. But that's pretty obvious.



"I try to approach the comic book as if I'm writing an episode."





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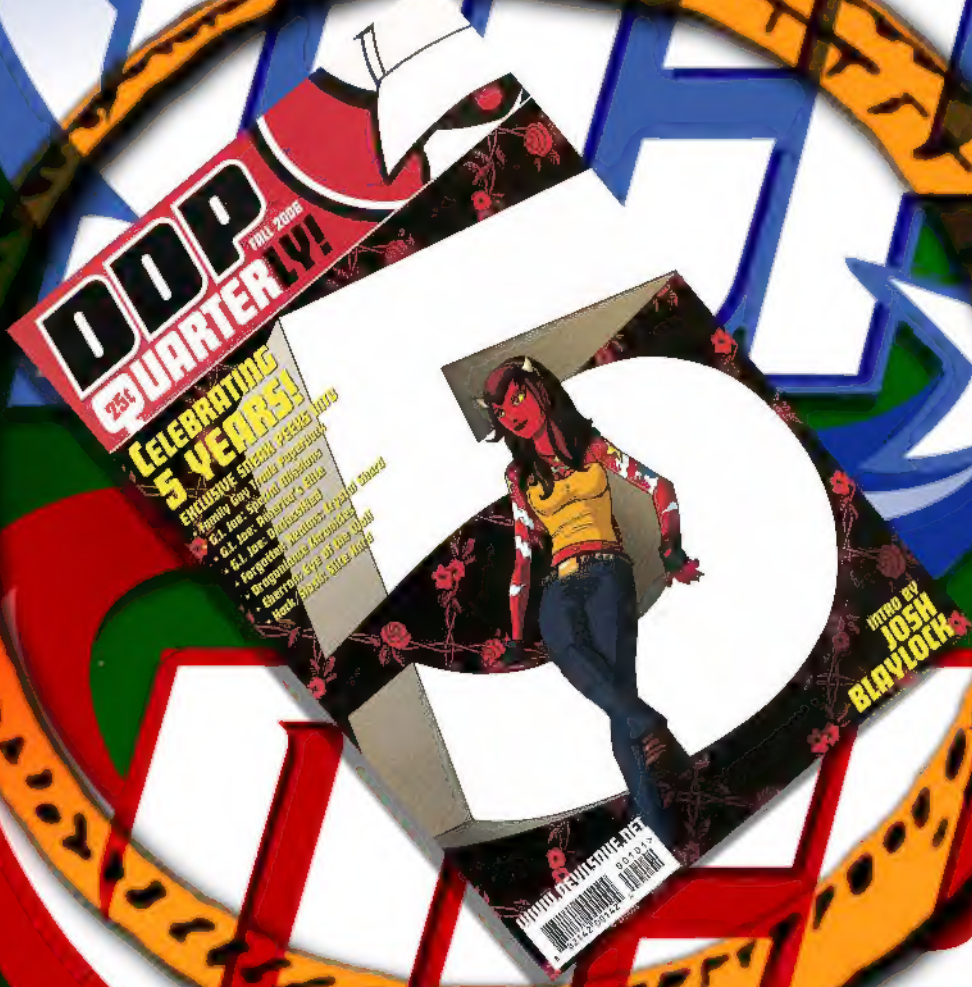

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